
Subject: Scripts 4.8 Update 4 is now available

Posted by [Jerad2142](#) on Tue, 25 Feb 2025 14:01:03 GMT

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I would like to thank Unstoppable, dblaney1 and cyberarm for their contributions to 4.8 Update 4 (If I missed anyone else who contributed to 4.8 Update 4, sorry).

- New scripts and changes to existing scripts by Jerad2142.
- New scripts and changes to existing scripts by Unstoppable.
- Added preliminary support for controllers - enjoy smooth vehicle steering!
- Added a potential fix for vehicle limits randomly breaking after custom maps.
- Added a new LevelEdit setting, "HideTeamBattlefieldInformation", which will make the building icon not show up on battle field and team information screens.
- Added a copy constructor and equals operator overload to HashTemplateClass. (Credits to Tuna for figuring out).
- Added the engine call Set_Enable_Foot_Steps which can enable or disable the footstep effects and sounds of a specific infantry.
- Added the tt.ini keyword ReplaceBeaconWithEquipment which turns the Beacon object in the PT into an equipment menu.
- Added PDDUMP and PODUMP console commands that dump information about player data, objects and vehicles.
- Added the engine call Trigger_Smooth_Skeleton_Height_Resize which allows the programmer to make a soldier's skeleton smoothly rescale at a set speed without spamming the network.
- Added PCC, PCCT and PCCP console commands to print text to client's console.
- Detect if FDS is running under Wine on Linux and fix console output if so.
- Changed how the TRAIN_TRACK_COLLISION_GROUP works (now only collides with itself).

- Changed how the TRAIN_COLLISION_GROUP works (now only collides with TRAIN_TRACK, SOLDIER, DEFAULT, BULLET, and C4
- Improved the equipment menu to now check if your weapon is full, in which case it will block you buying more. Soldiers will have to reload guns as it only fills your bag rounds unless you don't have the gun at all. This is unfortunately just the way powerups work and I wasn't going to rework the system.
- The gameover command can now be used in single player to end the level. Note: this will result in 3 stars at best.
- Fixes so team GDI can now own an Obelisk.
- Fixed Giant Kane Hologram's mouth movement in single player so he talks once more.
- Fixes for the Remote FDS Console and the opening if the F8 console is active.
- Vehicle Management Dialog now shows the name of AI in your vehicle instead of "None"
- Removed outdated code from the equipment menu that would block beacons from being purchasable unless settings had been chosen on the server.
- Fix PLAYER_INFO not printing some players when the player limit changes and there are more players than player limit.
- Fixed an issue with hearing sounds ahead of the player when game ends or if the player leaves while zoomed in with a scope.

Custom Scripts Requests (That I know of):

- Added JMG_Utility_Zone_Damage_While_In_Zone for Mortalc13
 - Added JMG_Utility_Visible_Vehicle_Occupants for rackz
 - Added JMG_Utility_Zone_Disable_Specific_Weapon_Presets for rackz
 - Added JMG_Utility_Zone_Damage_While_In_Zone_Presets for ExEric3
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